ELECTRONIC ARTS®
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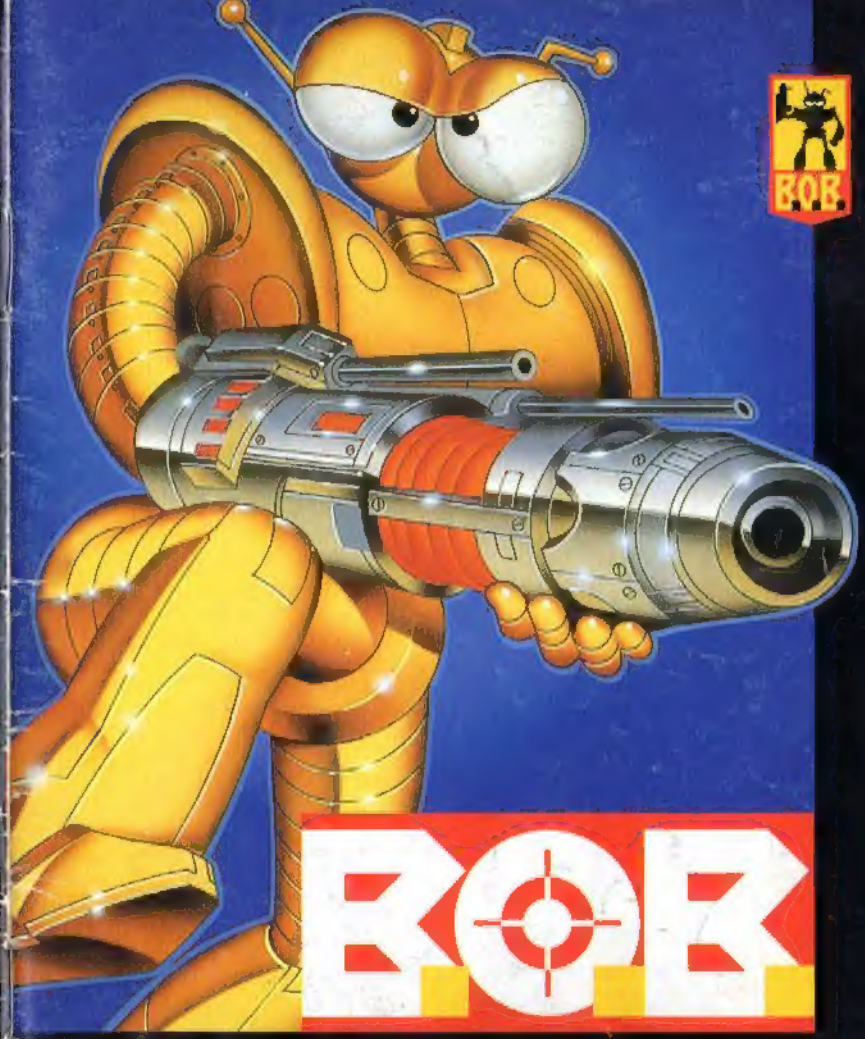

SNS-B4-USA

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

Warning: Please read the enclosed consumer information & precautions booklet carefully before using your Nintendo® hardware system or game pak.

Gray Matter is located in Oakville, Ontario, Canada. That's near Toronto, home of the 1992 World Series Champion Blue Jays.

Dennis Turner, animator, illustrator, model maker and trekker.

Chris "Cool Hand" Gray. The man with the games that simply do not conform would shave off his eyebrows for a buck. One word says it all: crabcakes.

Adam Mock, game tester. Ice fisherman extraordinaire.

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GET IT GOING

Follow the steps below to start jamming with B.O.B. on your Super NES™.

1. Flip OFF the power switch on the Super NES.

Never insert or remove a Game Pak when the power is on. Don't risk shredding your Game Pak. Make sure a Controller is plugged into Control 1.

2. Insert B.O.B. into the slot on the Super NES. To lock the Game Pak in place, press firmly, but don't force it.

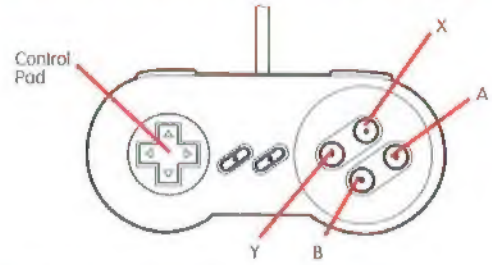
3. Turn ON the power switch.

The Gray Matter logo appears. If the logo doesn't appear, begin again at step 1.

4. When the B.O.B. title screen appears, you can watch the game credits and a brief animation. Press START at any time to go to the Set-up screen.

5. When the Set-up screen appears, select "New Game" and press START. You begin at the first level.

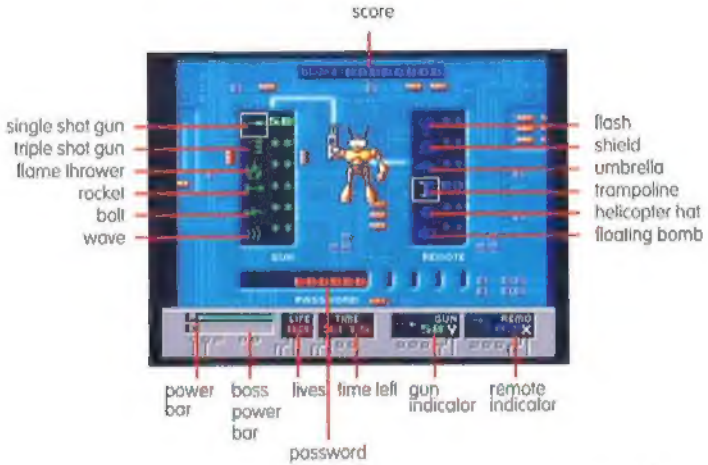
SUMMARY OF COMMANDS



DURING PLAY

- To Run: Control Pad (left/right)
- To Grab onto overhead pipes and vines: B to jump & Control Pad (up)
- To Climb up or down: Control Pad (up/down)
- To Enter a recharger: Control Pad (up) when centered in front of the recharger
- To Exit a recharger: Control Pad (down)
- To Crouch: Control Pad (down)
- To Shoot Gun: Y
- To Activate current remote: X
- To Punch: A
- To Jump: B (Keep holding to jump higher)
- To Cycle through available weapons: L
- To Cycle through available remotes: R
- To Pause the game: START
- To Access the Inventory screen: START

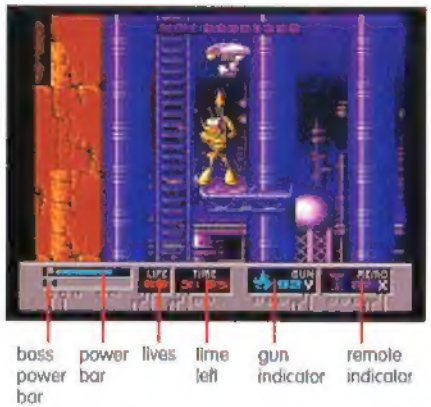
NOTE: B.O.B. CAN'T RUN OR JUMP OR OPERATE A REMOTE WHILE HE'S CROUCHING.



You can change weapons and remotes and get your password at the inventory screen.

- To **Resume gameplay**: **START**
- To **Cycle through available weapons**: **Y** or **L**
- To **Cycle through available remotes**: **X** or **R**

MAKE THE DATE



Our hero's car has crashed on Planet Goth, and he has to score another set of wheels lest he keep his blind date waiting. Lo! The denizens are unfriendly! And it's no cakewalk for our android son, who must dispose of the hostile natives before they run him out of town.

You must use your wit and B.O.B.'s firepower to get out of Dodge and onward to the date. Begin on Planet Goth with three lives, a single-shot gun (50 rounds) and a trampoline remote (3 charges). You have to make your way through the level until you reach the swirling orange teleporter. Along the way, B.O.B. must deal with a slew of enemies and obstacles. And he has to use strategy and agility in order to upgrade his weapons, remotes and energy level.

When B.O.B. finally reaches a swirling orange teleporter, he is transported to the surface of Goth, and he enters the

next level. Sooner or later B.O.B. is bound to find a car he can drive to pick up his date. In any case, be prepared to visit two other worlds, Anciena and Ultraworld. And be prepared to encounter some straaaaannnnge creatures!

SCORING

B.O.B. scores big when he offs his enemies! When he nets 200,000 points he gets another life!

Lives

You begin the game with three lives. Whenever B.O.B.'s Power Bar disappears, he loses a life. The game is over when he loses all of his lives.

The Clock

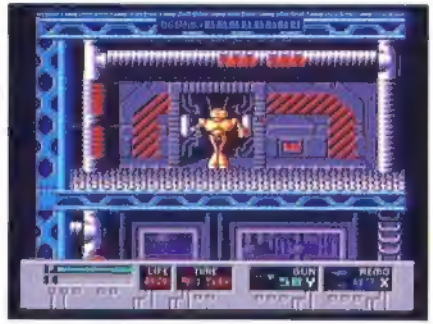
This tells you how much time you have to complete the level. It runs backwards. When you're time is down to zero, your power bar quickly runs out, and that's all folks!

Wrenches, Energizers & 1-ups

Wrenches revitalize B.O.B.'s 'Power'. Look for these and be sure to grab them.

A 1-up icon gives B.O.B. another life.

- To pick up a wrench or a 1-up: Pass over them. If the items are out of reach, jump or use a remote.



B.O.B. can be revitalized by entering a recharger.

- To enter a recharger: Position B.O.B. in front of it and press the Control Pad up.
- To exit a recharger: Press the Control Pad down.

B.O.B. can enhance his arsenal by picking up extra ammunition and remotes while on the run.

- To pick up guns and remotes while on the run: Pass over them. If the items are out of reach, jump or use a remote.

Power Bar

This is not candy! It shows how much energy B.O.B. has left. When B.O.B.'s energy reaches 50% the Power Bar turns orange. When his energy reaches 25% the Power Bar turns red. When the Power Bar disappears B.O.B. disappears!

Boss Energy Bar

The Boss Bar shows the energy level of a Boss, which is an unusually wicked monster B.O.B. encounters now and then. When the Boss's energy reaches 50% the Boss Bar turns orange. When its energy reaches 25% the Boss Bar turns red. When the Boss Bar disappears the Boss disappears. At levels without a Boss the meter is solid gray.

GUNS 'n' REMOTES

This is not a rock band. B.O.B. can shoot six kinds of ammunition from his gun arm. Remotes are the tricked out gadgets he pulls out in crisis situations.

NOTE: Remotes cannot be used when B.O.B. is crouching or hanging onto a ladder, pipe or vine. Likewise, B.O.B. cannot punch when he's hanging on to something else.

Remember to conserve ammunition. When fully charged, B.O.B. has a maximum 99 shots per gun. And he can have a maximum of nine remotes.

Guns

Single-shot The weakest of the weapons.

Triple-shot Moderate power, wide effect.

Flame-thrower Toast! For long range sizzling, hold button down.

Rocket Finds target all by itself.

Bolt Good power.

Wave Awesome power and effect!

Remotes

Flash Temporarily freezes the enemy in place.

Shield Temporarily surrounds B.O.B. in a force field. No enemies can hurt him (unless he walks through them). When the shield starts flashing you know it's about to wear off.

Umbrella Saves B.O.B. from falls. He can only open it while he is falling.

Trampoline Hurls B.O.B. upward. He doesn't have to be on the ground to use one.

Helicopter Hat B.O.B. flies! Stay away from the walls and ceiling!

Floating Bomb Floats, counts down and blows! B.O.B. can unleash them in rapid succession.

Changing Guns & Remotes

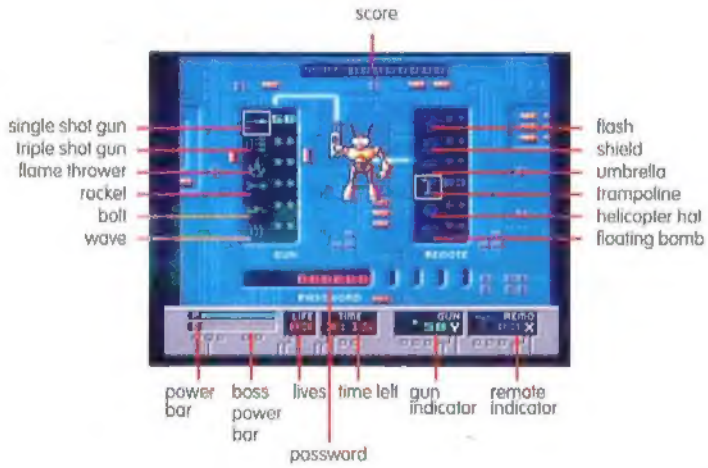
From The Play Screen

- To select a gun: Press L to cycle through the available ammunition.

The Gun Indicator Window shows the gun B.O.B. is ready to fire.

- To select a remote: Press R to cycle through the available remotes.

The Remote Indicator shows the remote B.O.B. is ready to use.



From the Inventory Screen

- To access the Inventory Screen: Press START. The game is paused, and B.O.B.'s circuit board appears. Available guns and remotes are brightly lit, while unavailable weapons are dimmed.
- To select a gun: Press L or Y to move the white box over the gun you want to use.
- To select a remote: Press R or X to move the white box over the remote you want to use.
- To return to play: Press START.

NOTE: You cannot pause the game or access the inventory screen when you're fighting the last boss at its final phase.

On the Run

As B.O.B. is running to get through the world, he sees icons representing guns and remotes.

- To pick up guns and remotes while on the run: Pass over them. If the icons are out of reach, jump or use a remote to pick up the weapon.

ENEMIES

These are the gory dudes B.O.B. must battle on his quest for transport.

Floating Mines

Missiles

Bug Pods

Fire Launchers

Ceiling Cannons

Falling Pods

Flying Gnats

Hidden Laser Cannons

Crash Turtles

Cloaked Sages

Potato Heads

Horseflies

Robots

Crawling Bugs

Swimming Pool Suckers

Snout Monsters

Scorpions

Crabs

Small Walking Cannons

Large Bows

Spectres

Suns

Planets

Firebirds

Skull

Meanies

Acid Hoses

Bouncing Bubbles

Exploding 'Shrooms

Bubblemen

Erupting Pods

Lava men

Mutant Hand

Hovering Blasters

Jellyfish

Ladder Monsters

Link Snakes

Tiger Fish

Every so often B.O.B. encounters a real monster. These Bosses are so brutal and ruthless that B.O.B. has to take it to the max. Some even send scouts to test B.O.B. B.O.B. can shoot until the scout flees, in which case the Boss gives B.O.B. a fighting chance.

NOTE: You cannot pause the game or access the inventory screen when you're fighting the last boss at its final phase. If B.O.B. destroys a scout the Boss has no mercy. Watch your back! Or better yet, just fire enough ammo to scare the scout away.

SAVING AND RESTORING A GAME

Saving a Game

You can save your progress and return to the game at the approximate level at which you left, but you lose any extra ammunition and remotes you may have accumulated.

- To Save a game:

1) Press **START** to go to the Inventory screen.

2) Copy the six-digit password that appears in red directly below B.O.B. **WRITE IT DOWN AND KEEP IT IN A SAFE PLACE.** You won't be able to restore the saved game without the password.

NOTE: Every so often you are given a password. You can copy it down immediately or you can go to the Inventory screen at any time to view it.

You may now turn off your Super NES safely.

Restoring a Game

Start B.O.B. as instructed in GET IT GOING. After the title and credit screens appear, the Set-up screen appears.

- To Restore a game:

1) Choose "Continue" from the Set-up screen: Press the **Control Pad** down, then press **START**.

2) Press the **Control Pad** up/down to enter the first digit of your password.

3) Press the **Control Pad** right until the next digit is flashing.

4) Repeat steps 2 and 3 until the entire password is entered.

5) Press **START** to restore the game.

When you resume a game with a password, you begin the level with a single-shot gun (50 rounds) and a trampoline remote (3 applications).

Credits

Original Design: Chris Gray, Ed Zolniervk & Dennis Turner
Additional Design: Greg Bick & Greg Bobier
Programming: Chris Gray & Ed Zolniervk
Additional Programming: Kevin Norre
Animation & Art Direction: Dennis Turner
Additional Animation: Greg Bick,
Bryce Cochran, Mike D'Agnillo, Ian House,
Peter King, Sean Sullivan & Christine Turner
Music and Sound: Mike Bartlow
Technical Direction: Tim Brengle
Maps: Adam Mock & Ed Zolniervk
Producers: Christopher Erhardt & Roland Kippenhan
Assistant Producers: Mike Meischeid & Robert Zalot
Product Testing: Adam Mock, Robert Zalot & Tony Iuppa
Product Manager: Rick Lucas
Assistant Product Manager: Lisa Higgins
Public Relations: Nicole Noland
Package Design: Dave Parmley
Package Illustration: Marc Ericksen
Documentation: JPoolos
Documentation Layout: Jennie Maruyama
Quality Assurance: Mike Lopez & Jim Newman

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